

Mechanical Memories Magazine

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The only UK magazine dedicated to Vintage Penny Slot Machines

Mechanical Memories Magazine

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Editorial

Hello again, and a warm welcome to a few new subscribers who will be reading this for the first time. For their benefit, just as background to what's coming next, I operate vintage penny machines at my arcade in Brighton, **Mechanical Memories** (from where this magazine takes its name). I am open weekends and school holidays, and in last month's magazine I reminded you all that I would be open during the half term week.

It was good to see a few of you, but unfortunately I missed three old friends who decided to come down on the worst day of the week. The weather on the Wednesday was absolutely atrocious: p***ing down with rain, cold, windy, totally miserable. Surely no one would venture out on a day like that. Unfortunately, Graham Millard and Maurice and Pat Felce did – all the way from Bedford, and of course, I was closed! The train tickets were already booked, so I suppose there was little option but to go for it. I'm really sorry I missed you all, particularly Maurice and Pat who were over from Cyprus for a few weeks. I really thought that only a mug would go out on a day like that.

But here's the twist: I was the forth mug! Yes, I drove all the way to Brighton in the wind and the rain.....and then drove all the way home, in the wind and the rain. The weather forecast was crap the previous evening, but when I checked it on the Wednesday morning, it looked as if the rain might just clear the Southeast. So I took a chance and set off for Brighton. It turned out to be a mistake! To cut a long story short, I got to Brighton; the seafront was deserted; I drove around for a while and then went home. If only I had known the three of you were there, at least we could have drowned our sorrows with a few beers.

Anyway, the moral of the story is: the next time I encourage you all to come down and see me in Brighton, make sure it's not raining, because I won't be making the same mistake again!

Until next time

All the best

Jerry

Front Cover picture: A 1960s postcard of a seaside amusement arcade (I can't remember where – does anyone know)? At the front of the arcade, just below the second E in amusement, can be seen an Ahrens Marathon Cycle Racer.

News and Coming Events

Joby Carter's Auction

Building on the success of last year's auction, this time the sale will include circus lots in addition to fairground and slot machines, and is to be held on Sunday 25th October. The closing date for entries is 31st July, and lots can be viewed online at Joby's website www.cartersentertainment.com, which will be updated weekly. The catalogue launch will take place at the Great Dorset Steam Fair.

For more info., see pages 6 & 7.



Carters run for the next few weeks:

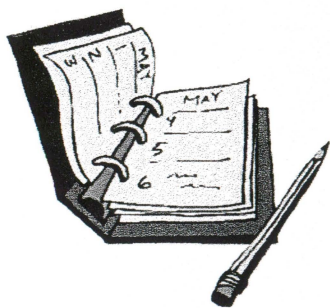
19th – 21st June, Victoria Park, Tower Hamlets, London E9

27th – 28th June, Clissold Park, Stoke Newington, London N16

3rd – 5th July, Priory Park, Hornsey, London N8

11th – 12th July, Ravenscourt Park, Hammersmith, London W6

17th – 19th July, Boxmoor Common, Hemel Hempstead, Herts.



Dates for your diary

Great Dorset Steam Fair 2nd – 6th September
Tarrant Hinton, Dorset

Bonhams Mechanical Music & Collectables Sale 29th September
Knowle, Nr Coventry

Jukebox Madness 10th & 11th October
Kempton Park Racecourse

Joby Carter's Fairground & Circus Auction 25th October
White Waltham, Berkshire

Bonhams Fine Mechanical Music Sale 10th November
Knightsbridge

MMM Vintage Slot Collectors' Show & Auction 29th November
Coventry (provisional)

Don't forget – if you know of any event which would be of interest to readers of the magazine, please let me know so that I can include details in these pages.

It's Auction Time!

October 25th that is! It sounds like a long time away but before you know it, the leaves will be falling from the trees and you will be off to White Waltham for the Annual Fairground Auction. This year my event goes under the banner of *The Fairground and Circus Auction*. So not only will there be the normal array of slot machines, pedal cars and fairground art, there will also be some very fine circus memorabilia.

Any lot will be considered for the auction although I would prefer pieces that can be easily taken away on the day of the auction, simply because this seems to be where the market is strongest. In other words – I am not interested in small roundabouts with unrealistic reserves! I would urge anyone entering lots to have no or low reserves, as this is a sale not a valuation service. Any item that does not make its reserve will be stated as unsold.

This year we have a special section to the auction – a segment 100% for charity; one of my many ideas that has gone down very well! Our charity of the year is the Teenage Cancer Trust. There's never a good time to get cancer, but for a teenager the timing seems particularly cruel. Young people can get some of the most rare and aggressive forms of cancer while the emotional upheaval of adolescence can make a cancer diagnosis even harder to cope with. Every day in the UK, six young people will have to face that diagnosis. Teenage Cancer Trust understands that teenage cancer requires specialist care and that young people have a much better chance in their fight against cancer if they are treated by teenage cancer experts in an environment tailored to their needs. Teenage Cancer Trust builds units in NHS hospitals, which improve the quality of life and chances of survival for young people with cancer. As it receives no government funding, Teenage Cancer Trust relies on voluntary donations.

It occurred to me to ask as many fairground artists as I know to do a piece of artwork to auction off commission free. This has the obvious benefit of raising much needed funds for a very worthy cause, and it also highlights the fact that if you want traditional hand-painted artwork you can still have it done for you – you just need to know where to look! All too often you see a set of gallopers with vinyl scrolls on the steps or a vintage slot machine with stick-on letters – why? Because it is cheap and traditional artwork isn't and nor should it be – it's a dying art form that deserves celebrating and this is my way of doing so. We have already got two fabulous pieces here – one by my Mum, Anna Carter and one by Vicky Postlewaite. Myself and my apprentice, Aaron Stephens are both half-way through our pieces – mine being a guitar kindly donated by Fender – possibly the hardest thing I have ever decorated and will be a one off one of a kind piece! Many other famous artists are painting pieces for this event, including a very well known artist from *Australia!!!*

We look forward to seeing you on the last Sunday of October.

Joby Carter

Joby Carter PRESENTS

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★ AND ★
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Anatomy of a Clown

By John Peterson

I love murder mysteries. If the author is a successful writer, he has a franchise character, usually a cop or a private detective who goes from one story to the next solving crimes. The better the author, the more complex the plot and the criminals. Regardless who the author happens to be, if he has written multiple crime novels, one of his stories will inevitably pit his hero against the Mother of All Criminals, the serial killer.

I love serial killers. Serial killers are fascinating. Smarter than the average person and far smarter than the average criminal, the serial killer has consistent personality traits. These traits have been studied and detailed at length by the top law enforcement minds, namely the FBI and their agents at the Behavioural Sciences Laboratory. What they have distilled down after studying all the serial killers they could get their hands on is that these criminals are responding to ever increasing stimuli, both mental and physical, dominating the present but rooted in their past. As these forces become more controlling in their lives, they are forced to act out with ever increasing frequency. An intuitive cop with a calendar can even accurately predict when the serial killer will strike again. I'm not making this stuff up folks, it's all there on your library shelves.

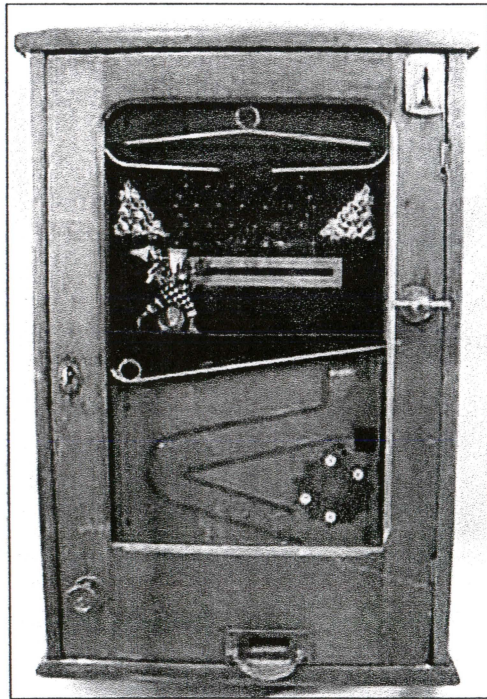
Art imitates life and I'm sure a lot of what shows up in my books is soundly based in fact. Being a student of human behaviour myself, I am proposing today that we stop wasting taxpayer money at that Behavioural Sciences Lab and instead focus our attention for free on the close cousin of the serial killer, the devoted coin-op collector. I know some of you out there are nodding your heads in affirmation and saying silently to yourselves, "I could have killed for that Caille cast iron piece at auction last week." As much as I acknowledge and admire your zeal, this is not the part of serial killing I had in mind. I'm talking about the unrelenting, unconscious and totally uncontrollable urges that force us to pursue this hobby we love.

I have been collecting coin-op for quite a few years now. How many exactly? Dearly Beloved would put the number at "way too many" but I would estimate that I've been accumulating games for around 16 years. I would like to think that over that time, not only has my knowledge increased but so has my self-control. No longer am I a prisoner to the whims of the Coin-Op Gods, forced to salivate spontaneously at each and every item I discover on Ebay or in the latest auction circular. I now have complete rein over my impulses. I am in control!

Yeah, right. Like the serial killer, I find the need to feed the monster only increases with time. If I've gone several months without a purchase, a mental itch begins to form inside my brain. Unaware of exactly what is going on, I find that I'm growing irritable. The coffee in the morning doesn't taste quite as hot, the toast quite as delicious. My attention span diminishes and I'm curt with friends and family. Why is this happening?

What has happened to my quality of life? I'm just not as happy as I once was and I don't know why or how to fix it. Then, as if by magic, that coin-operated beauty comes into view. She shimmers and shines and dances in my brain. She whispers in my ear. She is the siren call and I am the sailor drowning at sea. If only I can own her, I will be complete again. I try to look away but I cannot, my gaze fixed upon her with longing and desire. I must have her! I'm sure you get the idea.

After you purchase this 'must have' gift to yourself, the urges subside and you are sane again, but only for a while. Just like the serial killer in the crime novel, the cycle of tension and release repeats itself over and over. Sound familiar? Of course it does. My latest acquisition is a good case in point.



The above picture is known generically in the trade as a Bajazzo or clown catcher. The play of the game is somewhat similar to our kicker-catcher. After depositing a coin, the player lifts a steel ball to the top of the playfield where it drops down through a pin field. The player manipulates the catcher, the clown and if the ball is caught, it drops into the interior mechanism where it releases the payout. If the ball is missed, it falls to the bottom slant rail and rolls into the out-hole on the left side of the playfield and back into the machine. This specific game was recently offered for sale on Ebay. It was advertised as of German origin and currently inoperative. The seller thought the game was complete but had no specialized knowledge of this type of machine. I, on the other hand, do have

some knowledge of these machines. I already own three. Why would I want another? First Silly-Billy, see the above paragraph. Second, my other Bajazzos have a different mechanism with the payout coming from a coin-tube inside the game. This machine has the attractive external coin slide with the payout wheel at the end. When you catch the ball, the wheel releases from two to four of the coins trapped in the coin slide that then automatically spill out into the payout cup at the bottom of the door. The remaining coins in the track roll downward in an enchanting parade of future promised wealth. I find these games extremely attractive and compelling.

Back to my analogy of the murder mystery, we now switch roles from the serial killer to that of the detective. Collectors of European coin-operated games in general and British games in specific face a unique problem when compared to American collectors. Most European games are not marked with any manufacturing identification. Adding to the confusion is the fact that some games made in one country were produced specifically for export to other countries. Part of the real challenge for collectors of these games is determining where the game was produced, when and by whom.

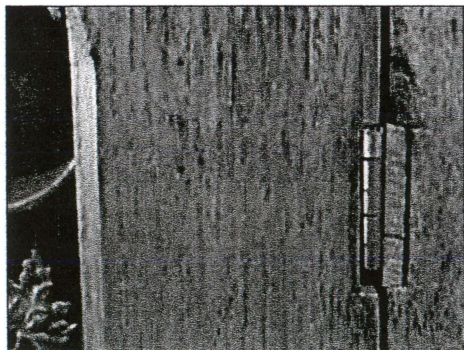
Permit me to mention an aside here. For beginning collectors of US slot machines, you have a different challenge: determining original versus reproduction. Numerous of the more popular American slot machines from the golden era have been reproduced. In addition, original games have been modified with parts from other slots of the era or with new parts. Sellers, some ignorant and some unscrupulous are offering these games as untouched originals. The value between a true original and a modified or repro game can be significant. Until you gain the knowledge to be able to know the difference, your best insurance against being the victim of a costly mistake is to deal with reputable dealers of slot machines. You can find these honest men and women here among your fellow MMM members. I will not mention specific names for fear of offending others but you can find them among our ranks. Patronize them and learn the hobby from the best.

Back to Bajazzo. Like slot machines and allwin games, many countries produced clown catchers. From my research, it appears that the majority of these were manufactured in Germany. Great Britain, France and the United States also produced these games but in lesser numbers. Here in the States, both Arcade Supply and Caille Brothers manufactured Bajazzos for a short period. 'Manufactured' may be the wrong term. Looking at the clown games by both manufacturers, their games could easily have been imported from Europe and re-badged under the American names. Both companies introduced their clowns before the Great Depression and neither model survived the economic collapse that shortly followed their introduction.

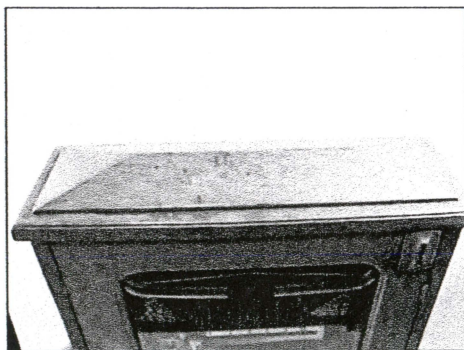
French clown games tend to have finer filigree work on the playfield. The one British company known to have produced the game, Pessers, Moody, Wraith & Gurr had the decency to stamp their initials on the top of the wood case just below the under-hang of the top board. If you have a game with "PMWG" stamped into the wood, your game is British. Probably. There is speculation that even these games were made in Germany and exported to Britain where the final act was the stamping. Are you beginning to get a feel for the challenges of European game identification?

The seller of my game posted many pictures of the machine in his listing, both interior and exterior shots. There was also ad language about “normal wear and tear, hinge reinforcement” and other verbiage that told the prospective purchaser it was a ‘buyer beware’ transaction. Judging from the photos and my correspondence with the seller, I knew this Bajazzo was meant for me. In other words, I had the fever. My coffee was not as hot; my toast was stale. I had to act. And act I did. At the end of the auction I was the proud winner of this Bajazzo. I immediately paid and now had only to await delivery.

Prior to receiving my latest prize, I awoke one night at 2 AM and could not get back to sleep. This happens from time to time and when it does, my mind goes into a freewheeling mode during which I am just along for the ride. This particular evening, my brain decided to review my Bajazzo purchase. Stripped now of the fever that had accompanied the purchase, I began to see the photos from the ad as a series of pictures in a slideshow. What I saw this time were two facts that completely eluded me prior to my purchase of this game. First, there was something funny going on with the hinges, and second, the top board of the game was all wrong. Every Bajazzo I’ve ever seen, and I’ve seen several dozen, have a flat top to the case. This Bajazzo had a crown.



One of the hinges



The Wonders type ‘roof’.

At this point I sat up in bed and thought, “Holy Cow, have I just purchased a composite game with an original door and mechanism mated to some lousy cheap allwin case?” To fully appreciate the apprehension I was feeling, you need to understand that most British wall games have a standard oak case with a flat top. The notable exception to the rule were games by Wondermatics Ltd. of London.

The more I thought about it, the more I became convinced that I had outsmarted myself on this one. I had purchased an original mechanism and front door from a 1920’s Bajazzo that had been attached to a case made in the 1950s or 60s. I got out of bed, turned on my computer and reviewed the auction photos. They only reinforced my fears. To make matters worse, I had some personal precedent for this. The first British game I ever purchased back in 1992, a 1950s allwin made by Oliver Whales was actually a door with mechanism that had been put into a homemade case. I did not discover this mistake until I had owned the game for several years. Even so, the revelation left me dumb-

founded and heartsick. How could I have missed something so obvious? At the time of purchase, it was the first British game I had ever seen so I excused my mistake due to ignorance but I promised myself at the time that it was a screw-up I would never make again. Sixteen years later, had I just repeated the same mistake but on a far grander and more expensive scale? There was nothing to do now but await Bajazzo's arrival.

I hate to imitate the 'Perils of Pauline', (a weekly serial adventure for those of you too young to remember movies from the early years of cinema,) but I've reached my MMM word limit for one article. Stay tuned next time when we discover once and for all who is the real clown here!

THE END – FOR NOW

Post Script: Has your toast gone stale? Want to talk about it?
Give me a jingle at (952) 891-2312 or you can drop me a line at jp4@charter.net.

To Catch a Thief

By Richard Brewerton

I sat and read all about Richard Goddard's burglary, and then sat and read it all again and tried to imagine how I would be feeling if it had happened to me. I hope that by the time you read this events will have moved on, the moron responsible will have been caught and Richard's machines will be back save and sound. However, we all live in the real world and know that's not likely to happen. The police will not be conducting house to house enquiries, nor will they issue an APB or cancel all leave. All officers are needed to man CCTVs and check car registrations. If my experiences are anything to go by, in a month or so Richard will get a call to say that they were sorry but their enquiries had not been fruitful on this occasion.

If you think about this though, the first thing that comes to mind is it must have been some druggie after something to pay for his next fix, but no, not on this occasion. The average opportunist burglar wants to get in and out quickly with perhaps a Playstation or some such item to sell down the pub. He wouldn't know what to do with a Gapwin or what it was worth. So I reckon in this instance things were a bit more predetermined. He must have brought his car with him for a start, to carry all his spoils

home. He obviously recognised the machines and their value, and when the house was empty. He must have made a few trips to and from the car to load it up, so needed time and no nosy neighbours to interfere. My faith in human nature would be severely dented if it turned out to be a fellow slottie extending his collection; surely not. More likely it was someone stealing to order, so he must have a market to sell them on.

Some years ago my next door neighbours went away for Christmas and their daughter told all her schoolmates where they were going. Lo and behold they were burgled, and I never saw or heard a thing. So Richard needs to ask himself, has he mentioned to anyone recently about his collection and the fact that he was going away. I know that given half a chance we all like to talk about our machines, but I guess that you need to be a bit careful who you tell what. I must confess to a degree of complacency here. My machines are kept in the spare bedroom upstairs. The allwins are screwed to the wall, and the bandits are so heavy to carry up and down stairs, but I had my bunch of keys hanging on a hook. What a plonker!

So what do we need to do to avoid finding ourselves in this situation? Taking 'photos and listing peculiarities is a good idea but will only be useful when it comes to identification if they get recovered. Insurance is another good idea, but I wouldn't like some weasel from the claims office telling me my machines were only worth half what I thought. Besides, I'm not in it for the value, my pleasure comes from the many hours of restoration I've done, and you can't put a price on that. Marking them is another good idea. I have marked mine with one of those invisible markers that show up under ultra violet light, as recommended by the police, but again, it's only an aid to identification and you've got to find things first. It's a bit depressing really, but there's not a lot you can do to prevent a determined thief from getting in. A friend of mine who lived in a first floor flat was laying in bed one summer's night with the window open, when he heard a ladder being placed at the windowsill. Sure enough some loony was climbing up to break in. Luckily, my friend had the sense to wait until he was at the top, then pushed the ladder away. Lesson learnt, much more effective than a few hours community service.

I've often wondered how many others in my town share my interest, not many I'll bet. We're certainly in the minority. I believe what Jerry has done here in publishing details to enable slotties to keep an eye out is the best we can do. We need a register of missing machines to refer to. It's either that, or I'll have to string barbed wire around the bedroom door.

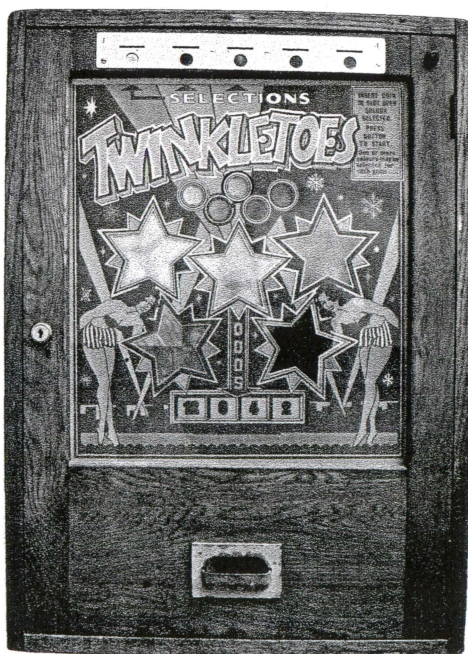
Richard Brewerton

Playing the Slots Part 2

By Robert Rowland

Welcome to the next instalment of my trip round Mablethorpe's arcades in the 1960s. Today I am making my way onto one of the local camp sites (about half a mile out of town) simply to play an electro-mechanical machine called **Twinkle Toes**, situated next to the change desk, in the centre of the arcade. A very nice looking colourful and attractive wall machine, the maker unknown but supplied by Ruffler & Walker. I see five coloured shaped stars, yellow, blue, orange, red and green, winning colours pay 2d, 4d, 6d or 12d. There are five coin slots, each slot represents a colour.

Let's have a play. I will drop a penny in the middle slot, so I have backed orange. Press the small button at the top right of the machine, and the five stars all flash in a mixed sequence. Then one of the colours stays lit, and one of the payouts. Green is lit, which would have paid 4d – I lose. Let's try again, we will back the yellow this time. Insert penny in the first slot, press button, lights flash.....da da! We have a winner. Yellow won and paid 2d, pity the 12d didn't light up.

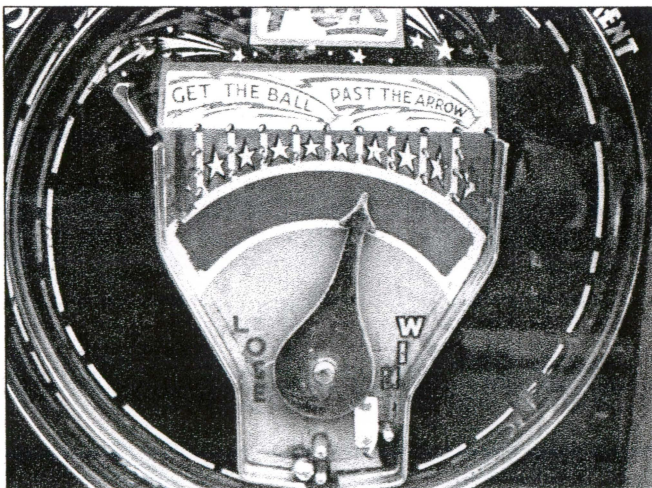


Great game, enjoyable to play and purely random, and I love it. Believe it or not, I actually now own the original Twinkle Toes machine that I played in the 1960s. It was never converted to new money in 1971, I had a word with the owner of the arcade and the rest is history. Oh well, a walk back into Mablethorpe along the beach to play another of my favourite slots in the 1960s – great days.

I now enter one of the smaller arcades. As I walk in, the slot in question is situated on the left hand wall, about twelve machines down. It was made by Brenner, called **Ball Past the Arrow**, and it is the only one in town. There were several versions of this machine, I am playing the 1950s model. The idea is to insert penny to release the ball, press down the flicker to reset the arrow. This metal arrow could reset in one of ten positions (purely random). If the ball lands to the right of the arrow, this would result in your penny back plus a free go. If the ball lands to the left hand side, then you lose.

OK, let's try our luck. Penny in, arrow has reset to position five (we have a 50/50 chance here). Flick ball, round it goes, ahh, it's gone in the left side. Another coin in, nice, the arrow has reset to position two (making eight winning positions and only two losing positions). Flick ball, oh no! It's still gone to the left side. This takes some doing. Another penny in, it's reset at position eight, need a lot of luck now. Flick ball, no chance, straight into massive left side. One more go. Arrow resets to position six, flick ball, yes, get in. Automatic payout of 1d, plus a free go. Reset arrow, position five this time. Lost again. Tell you what, superb game to play, but very hard to win, and very very addictive. The thrill of trying to flick that steel ball to the right hand side of the arrow is a challenge, pretty expensive for my 6d a day spending money, but just loved that game. I walk out of this arcade well down on cash, however, I was certainly entertained for a few minutes. Back around Mablethorpe's High Street to find more great slots to play.

See you all next month.



Restoration tips



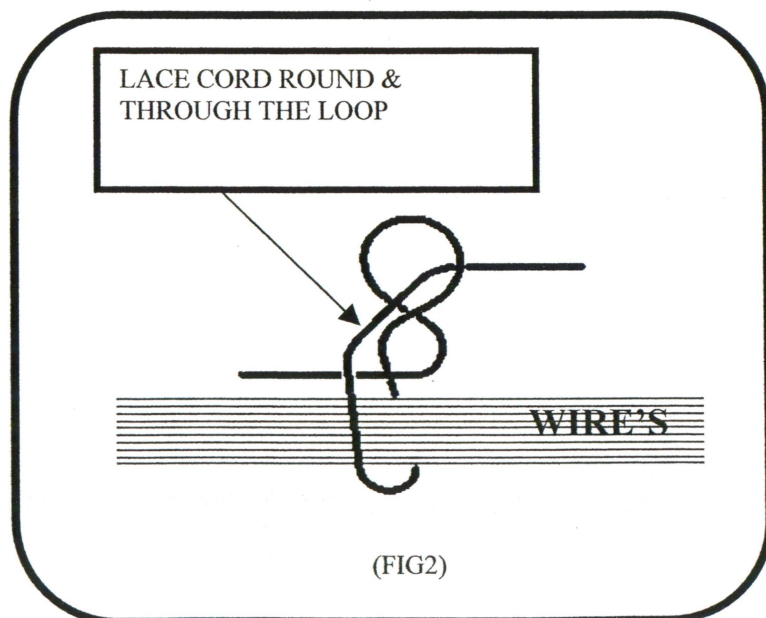
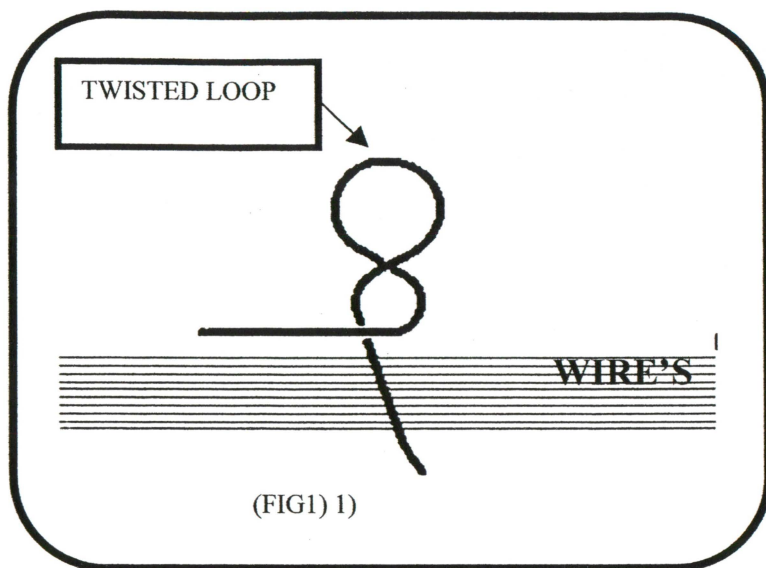
By Stuart Dale

Tidying up electromechanical wiring - Part Two

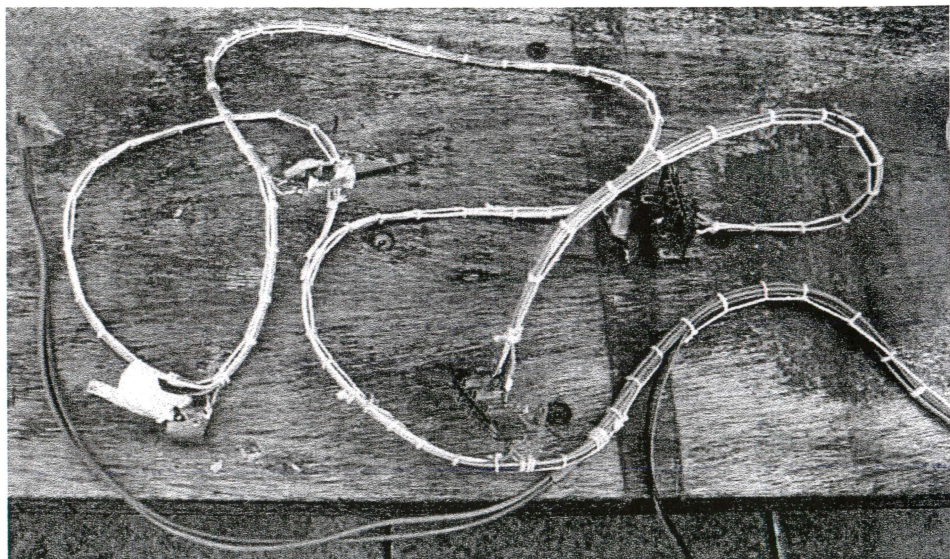
Continuing from last month, you can take the sub assembly idea one stage further and use it to connect one or more relays, lamps or switches etc. together inside your machine. This is called harness wiring, and is just the same as putting link wires on a uniselector, but the wires are longer and held in bunches for neatness by a method called lacing. You can get lacing cord that is made for the job but I find that strong smooth parcel string works just as well. There is only one basic knot to master and then it is down to practice, and remember this is worth the extra effort to make your repair in keeping with the age of your machine.

HARNESS LACING.

To make the knot you should first make a loop in the lacing cord by twisting it (see fig 1). Then put the lacing cord around the wires in the harness and back through the loop that you have just made and pull as tight as required (see fig 2).



Repeat this operation again a short distance along the wires and again as many time as required to complete the harness. When you get to the end of the lacing you can finish off with two knots, one on top of the other. It is a good idea to put a dab of PVA glue on the first and last knots in the harness to seal them. If all goes well, you should get a wiring harness that looks something like the one below. This is a new one I made for one of my machines.



Why not have a practice first? You can use a broom handle instead of a bunch of wires and some string, and once you get the hang of the lacing knot you will be ready to tackle that machine.

I hope you have enjoyed these two articles, and will find them of use.

And remember above all Have Fun!

Seaside Surprise!

A poem by Graham Millard

*Let's go to the coast they said, and I had to agree,
there's nothing that's so bracing as a day down by the sea.
Some suggested Yarmouth, I really had a fright on,
cos the only place I had in mind was on a train to Brighton!
We can't go at the weekend the train don't go straight through,
so Wednesday was agreed on and down the track we flew.
Oh! sure it started raining (about this I'd had nightmares)
cos on the previous Saturday it was bloody hot in Broadstairs!
But no it rained and we got soaked, downhearted?No! still merry
Cos not long now and we'll be there to surprise our old mate Jerry!
Now "surprise" was rightsay that again,
arcade was closed because of rain.
Assurance didn't help the scene, he'd be open, it said, in the magazine.
So we needed a bit of cheer and got fish and chips beyond the pier.
And then we ventured on to it, looking back it was the same,
the shutters down, no one about and all because of rain.
We wandered through the arcades, and they were really full,
all machines electric, no handles there to pull.
And then outside my greatest fear, a seagull that had diarrhoea!
And yes it was a perfect hit, and I was covered all in SAND!!!
We made our way and headed home, still soaking and still wet,
but everyone was smiling.....not a day we could forget.
And as we headed North again the sun of course came out,
but that's the British weather, that's what it's all about!
I'm sorry that we missed you and basically that's that,
my friends said that they send their love,
From Maurice and from Pat!*

Graham Millard

Lineage ads. are free to subscribers and will run for two issues, unless you instruct me otherwise. Please ensure I have your ads. by the 20th of the month for inclusion in the next month's issue. Remember to include your telephone number and the area where you live. Post or e-mail to the address on page 2

For Sale

Drop Coin Here, by Ken Rubin. In very good condition, dust jacket OK. Very rare. £50 inc. UK p&p

Howard 01422 378325

Wanted for Swap

Will swap a bar-top shooting game, made in Chicago in 1948, for an old allwin – Oliver Whales etc.

Bill 01642 710834 (Middlesbrough)

For Sale

Telefortune, large floor standing fortune telling machine by Streets. One of only three known to survive.

‘Flip top’ crane by Exhibit Supply Co., similar to Dock Master crane
Offers invited.

John 01273 608620 (Brighton)

Pinball Machines bought and sold

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Call Gazza 07887 926601 (Essex)

Wanted

Allwin fronts with really interesting themes on plastic backflashes. Complete or incomplete, but no win a sweets types please, as I want them to make my six sided sweet allwin more interesting.

John 07731 819953

or email pictures and price wanted to
vintage_penny_arcadia@hotmail.com

Wanted

3 Lose and 4 Win stickers for allwin

Bill 01642 710834 (Middlesbrough)

For Sale

1950s Puck Bowler, based on the pinball but you slide a puck down over roll over switches to knock pins over. Whole thing made out of wood, needs a lot of wood as most of cabinet is rotten, needs legs. 11ft long, looks complete.

Skee Bowler, 14ft long, 8ft high at one end. Has 9 wooden balls. Was working, I sent the main computer board away and it's been lost. Can be played without, but you can't keep the score, and the balls just keep coming. Very very heavy.
Call me for more info.

Offers, space needed.

Gazza 07887 926601 (Essex)

Wanted

Trellis sections for hoopla.
Eight pieces 4' 8" long.

John 01273 608620 (Brighton)

Wanted

BMCo Lucky Star and Lucky Circle.

Email: paul.vickers@hotmail.co.uk

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New old stock, Bryans square Yale locks,
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Tony 07974 460742 (Essex)
or email vanessa.raye@tesco.net

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Most items available

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Tony 01622 820263

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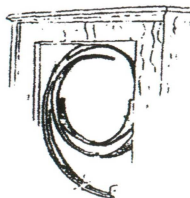
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From Stock

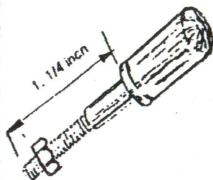
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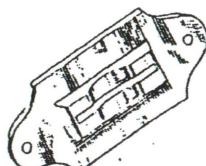
Win Tabs Red printer
on Silver foil sticky
backed 12 on a sheet



CHROMED 7 ball win
gallery. 6 x 1. 9/16



CHROMED THUMB
STOP



COIN SLOT
to suit 2p but can
be filed bigger

PRICE LIST

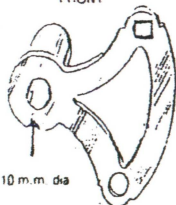
N01 Win Tabs (12 per
sheet) £15.25

N02 Ball Gallery £12.55

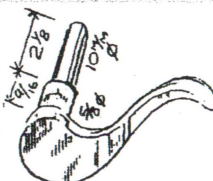
N03 Thumb Stop £6.25

N04 Coin Slot (2p)
£9.25

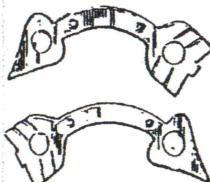
CHROMED TRIGGER
FRONT



10 m.m. dia



TRIGGER



CHROMED ARROWS
Reversible.

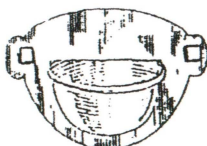
N05 Trigger Front £9.25

N06 Trigger £12.25

N07 Payout Arrow
£2.55

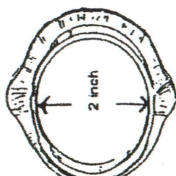
N08 Payout Bowl &
Surround £15.55

CHROMED PAYOUT BOWL

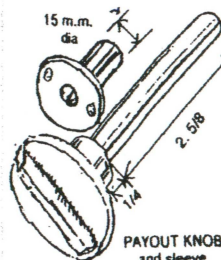


2.5 inch dia cup 2 x 0.25 inch fixing
squares at 3.75 inch centres.

CHROMED KNOB SHIELD



2 x tapped M5 fixing holes on
extended nipples 2.1/2 centres.



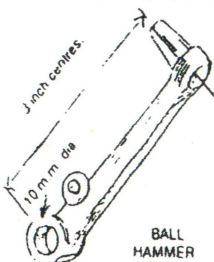
PAYOUT KNOB
and sleeve

N09 Payout Knob
Shield £9.95

N10 Payout Knob &
Sleeve £11.95

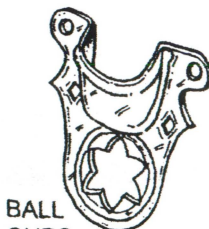
N11 Ball Hammer £4.95

N12 Ball Cups
1-5 £9.99each
6-10 £7.99each
11+ £5.99each



BALL
HAMMER

SPANDRELLS

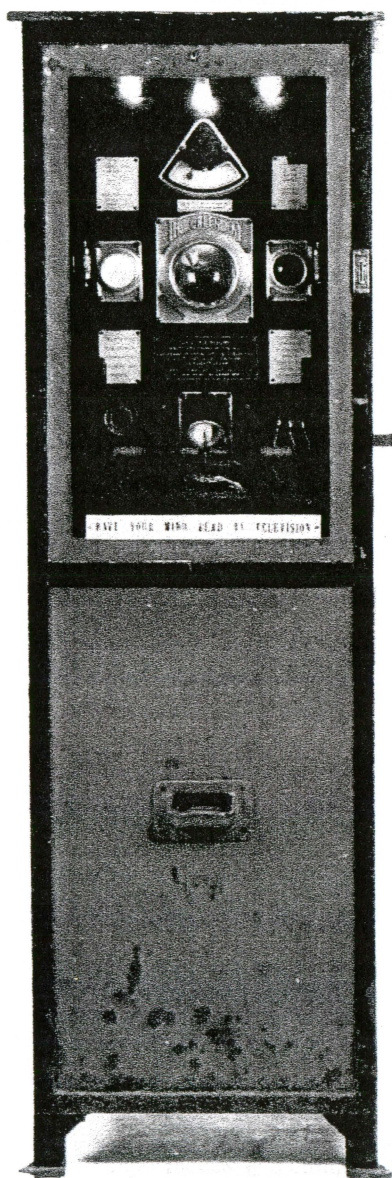


BALL
CUPS

N13 Spandrells £14.99

N14 Allwin Track
inner £19.00
middle £19.00
outer £23.50
set of 3 £47.00

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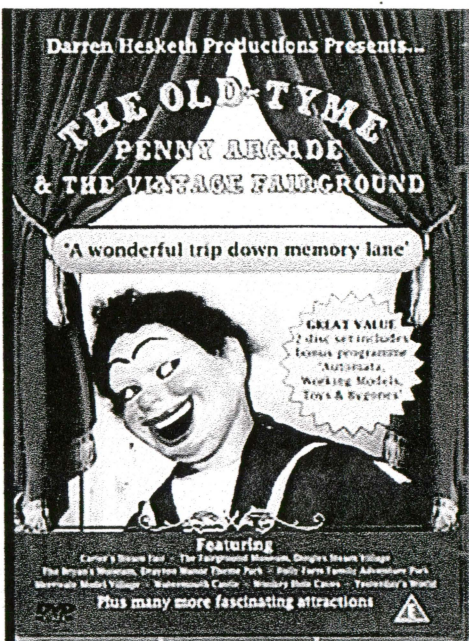
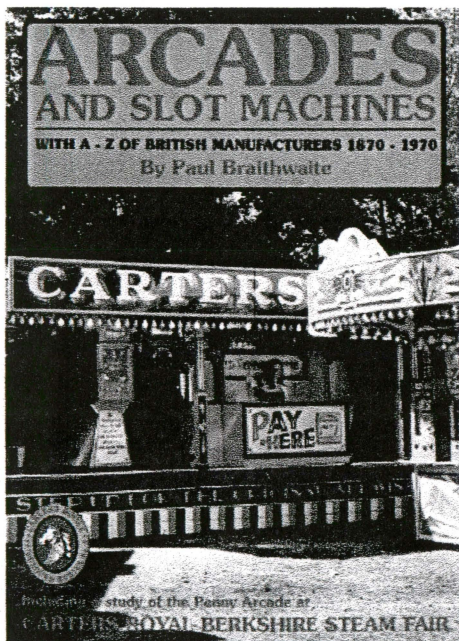
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